

WHAT IS CLAIMED IS:

1. A computer-readable storage medium storing a program for a video game, which draws an object in a virtual space,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said object;

determining positions of said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from a view point; and

drawing said object at said position thus determined and drawing said contour-drawing object in an optional contour color and at said determined position except for an overlapping portion between said object and said contour-drawing object when observed from the view point.

2. The computer-readable storage medium according to Claim 1, wherein in said drawing, said contour-drawing object and said object are drawn at said respective determined positions in the order named.

3. The computer-readable storage medium according to Claim 1, wherein in said drawing, a hidden surface removal treatment using a Z buffer is carried out to draw said object at said determined position and draw said contour-drawing object at said determined position and in the optional contour color.

4. The computer-readable storage medium according to Claim 1, wherein in said generation of the contour-drawing object, the contour-drawing object is generated by expanding the size of said object.

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5. The computer-readable storage medium according to Claim 1, wherein in said determining, the positions of said contour-drawing object and said object are determined so that said contour-drawing object generated appears outside the edge of said object when observed from the view point.

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6. The computer-readable storage medium according to Claim 1, wherein in said drawing, said object is drawn at said determined position and said contour-drawing object is drawn at said determined position except for the overlapping portion between said object and said contour-drawing object when observed from the view point, by use of texture mapping.

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7. The computer-readable storage medium according to Claim 1, wherein in said drawing, said object is drawn at said determined position and said contour-drawing object is drawn at said determined position except for the overlapping portion between said object and said contour-drawing object when observed from the view point, by use of texture mapping with texture varying with a lapse of time.

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8. A computer-readable storage medium storing a program for a video game, which draws an object

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comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said object;

setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and

drawing each polygon forming said object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

9. A computer-readable storage medium storing a program for a video game, which draws an object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said object;

setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said

setting, out of polygons projectable into said pixel,
wherein when the polygon projected into the pixel is a
polygon forming said object, said pixel is drawn
according to said polygon and wherein when the polygon
5 projected into the pixel is a polygon forming said
contour-drawing object, said pixel is drawn in an
optional contour color.

10. An object drawing method in a video game,
10 which draws an object in a virtual space, said object
drawing method comprising:

generating a contour-drawing object having a size
greater than that of said object;

determining positions of said contour-drawing
15 object and said object so that said contour-drawing
object thus generated is positioned behind said object
when observed from a view point; and

drawing said object at said position thus
determined and drawing said contour-drawing object in
20 an optional contour color and at said determined
position except for an overlapping portion between said
object and said contour-drawing object when observed
from the view point.

25 11. The object drawing method in the video game
according to Claim 10, wherein in said drawing, said
contour-drawing object and said object are drawn at
said respective determined positions in the order
named.

30 12. An object drawing method in a video game,

which draws an object comprised of a plurality of polygons, said object drawing method comprising:

generating a contour-drawing object having a size greater than that of said object;

5 setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and

10 drawing each polygon forming said object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

13. An object drawing method in a video game, which draws an object comprised of a plurality of polygons, said object drawing method comprising:

20 generating a contour-drawing object having a size greater than that of said object;

25 setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and

30 drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn

according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel is drawn in an optional contour color.

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14. A video game apparatus, which comprises a computer-readable storage medium storing a program for a video game which draws an object in a virtual space; and

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a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one part of said program from said storage medium, generating a contour-drawing object having a size greater than that of said object;

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determining positions of said contour-drawing object and said object so that said contour-drawing object thus generated in said generation is positioned behind said object when observed from a view point; and

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drawing said object at said position thus determined by said position determination and drawing said contour-drawing object in an optional contour color and at said position determined by said position determination except for an overlapping portion between said object and said contour-drawing object when observed from the view point.

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15. The video game apparatus according to Claim 14, wherein said drawing means draws said contour-drawing object and said object at said respective positions determined by said position determining means in the order named.

16. A video game apparatus, which comprises
a computer-readable storage medium storing a
program for a video game which draws an object
5 comprised of a plurality of polygons in a virtual
space; and

a computer which reads out at least one part of
said program from said recording medium to perform, by
reading out at least one part of said program from said
10 storage medium, generating a contour-drawing object
having a size greater than that of said object; setting
a distance from a view point of each polygon forming
said contour-drawing object and said object so that
said contour-drawing object thus generated by said
15 generation is positioned behind said object when
observed from the view point; and drawing each polygon
forming said object and drawing each polygon forming
said contour-drawing object in an optional contour
color in accordance with a drawing order of said
20 polygons resulting from sequencing of said polygons
from the greatest distance from the view point, set in
said setting.

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25 16. A video game apparatus, which comprises:
a computer-readable storage medium storing a
program for a video game which draws an object
comprised of a plurality of polygons in a virtual
space; and

Rule 1.126
30 a computer which reads out at least one part of
said program from said recording medium to perform, by
reading out at least one part of said program from said

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5 drawing said object at said position thus
determined in said position determination and drawing
said contour-drawing object in an optional contour
color and at said position determined in said position
determination except for an overlapping portion between
said object and said contour-drawing object when
observed from the view point.

10 19. A computer program for a video game, which
draws an object in a virtual space,
wherein said computer program is structured so as
to make a computer perform:

generating a contour-drawing object having a size
greater than that of said object;

15 determining positions of said contour-drawing
object and said object so that said contour-drawing
object thus generated is positioned behind said object
when observed from a view point; and

20 drawing said object at said position thus
determined and drawing said contour-drawing object in
an optional contour color and at said determined
position except for an overlapping portion between said
object and said contour-drawing object when observed
from the view point.

25 20. A computer program for a video game, which
draws an object comprised of a plurality of polygons,
wherein said computer program is structured so as
to make a computer perform:

30 generating a contour-drawing object having a size
greater than that of said object;

setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and


drawing each polygon forming said object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

21. A computer program for a video game, which draws an object comprised of a plurality of polygons, wherein said computer program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said object;

setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel is drawn in an

 optional contour color.

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